

3 a.**3.a.i.**

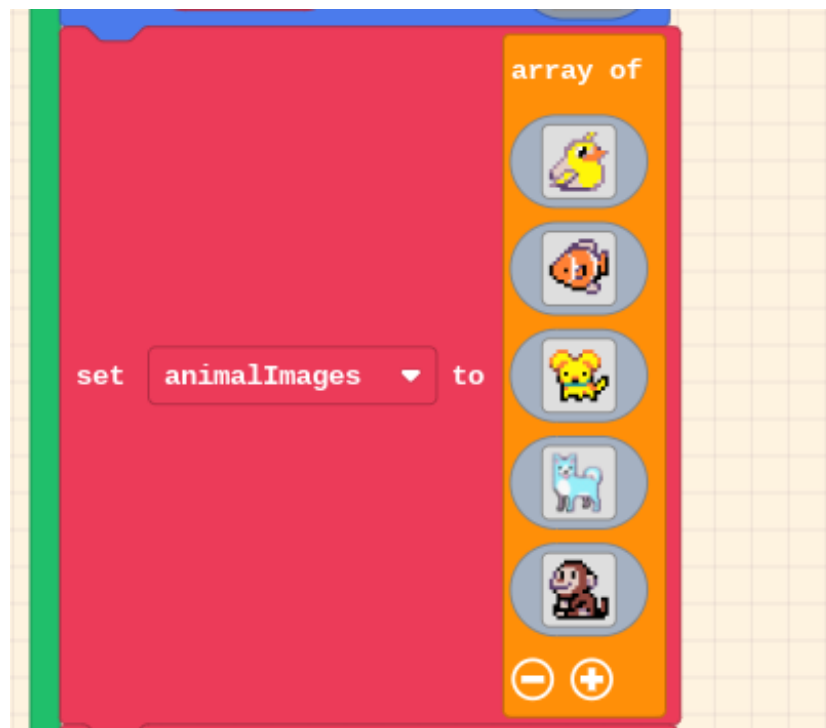
The purpose of this code is for you to see all the animals and to identify them when you're asked later.

3.a.ii.

Challenge the users memory to remember the animals shown on the screen.

3.a.iii.

The input in the video is demonstrated by the user getting asked "What animals were shown on stage". The output is for the user to type what animals they saw.

3 b.**3.b.i.****3.b.ii.**

3.b.iii.

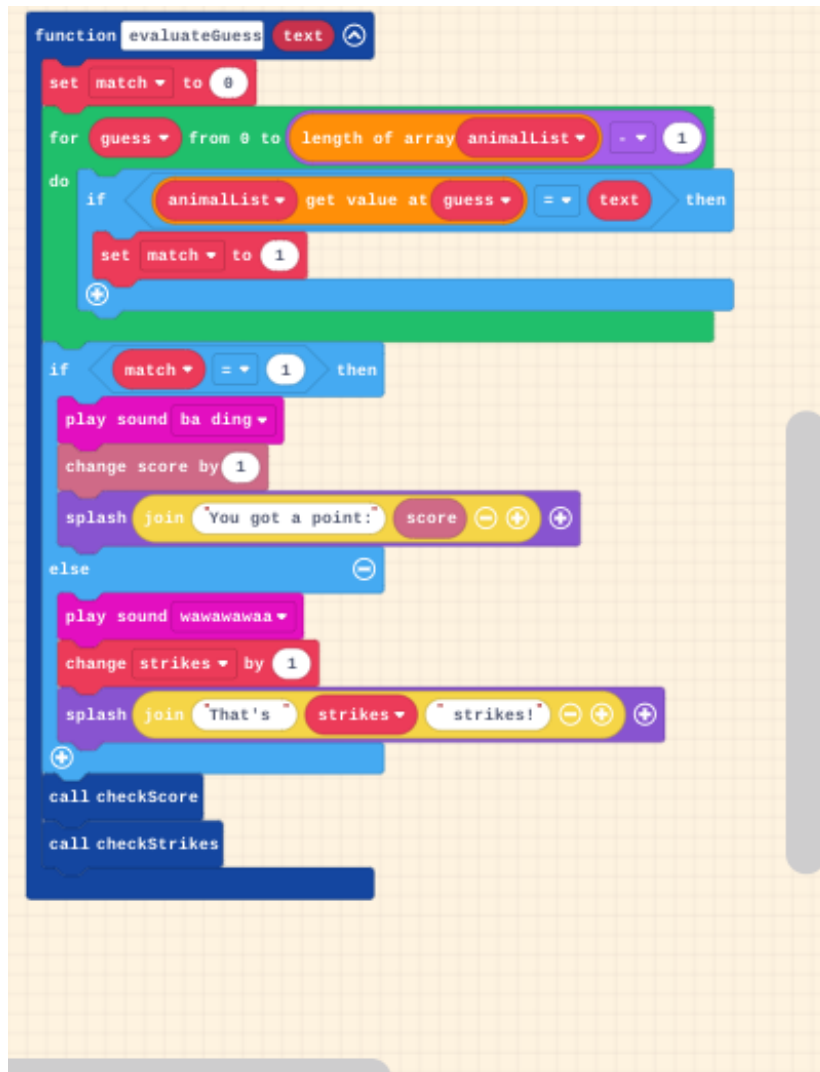
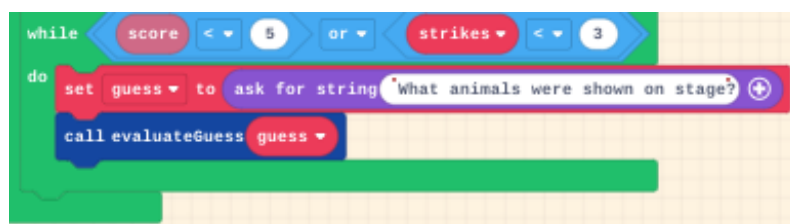
The name of the list is “animallist”

3.b.iv.

The data in the list contains the name of the animals and an image of the animals.

3.b.v.

The array allows you to store more than one variable making it shorter and more complex. Without the list the code would have more variable blocks and it would be longer.

3 c.**3.c.i.****3.c.ii.****3.c.iii.**

The function “evaluateGuess” contributes to the program by determining if the user’s guess was right or wrong.

3.c.iv.

The loop allows the program to look at the user's guess, and determine if it matches one of the animals written in the "animalList". The "if else" statement is, if the user's guess is right, they get a point, and if it's wrong, they get a strike.

3 d.

3.d.i.

First call:

The first call I sent was "dog" which was a correct guess.

Second call:

The second call I sent was "mouse" which was an incorrect guess.

3 d.ii.

Condition(s) tested by first call:

The condition tested in the first call is when evaluateGuess is equal to one of the animals in animalList.

Condition(s) tested by second call:

The condition being tested in the second call is when evaluateGuess is not equal to one of the animals in animalList.

3.d.iii.

Results of the first call:

Result of the first call was " You got a point! "

Results of the second call:

Result of the second call was" Thats 1 strike"